

Spec. Code: 3193(3974)
Occ. Area: 06
Work Area: 004
Prob. Period: 6 mo.
Prom. Line: none
Effective Date: 4/20/90

GROUND FLIGHT SIMULATOR TECHNICIAN

Function of Job

Under general supervision from a designated supervisor, to maintain, repair, and modify ground flight simulators and related electronic equipment.

Characteristic Duties and Responsibilities

1. troubleshoots and repairs electronically controlled ground flight simulators and related computer generated imagery systems
2. troubleshoots and repairs electronic failures in ground flight simulator circuitry
3. assists in the development, fabrication, and installation of electronic equipment in ground flight simulators (such as radio equipment, computer systems, visual systems, and flight path indicators)
4. constructs specialized electronic units from blue prints or drawings (such as graphic presentations of instrument readouts or air speed) for research projects using ground flight simulator systems
5. tests and calibrates electronic test equipment (such as transistors, diodes, integrated circuitry, and other electronic units)
6. assists in training programs as required by setting up simulators, calibrating special instruments, or modifying simulation systems
7. performs related duties as assigned

Minimum Acceptable Qualifications

CREDENTIALS TO BE VERIFIED BY PLACEMENT OFFICER

1. Any one or any combination of the following types of preparation:
 - (a) credit for college course work comparable to that required in vocational/academic programs in aviation electronics, electronics engineering or technology, or a related field
 - (b) responsible experience in the maintenance and repair of electronic equipment

that totals 1.0 unit according to the following conversion rates:

60 semester hours (or Associate degree) of "a" = 1.0 unit

18 months of "b" = 1.0 unit.

Amounts of training or experience less than those listed above should be converted to decimal equivalents of 1.0 unit and added together when computing combinations of the different types of preparation.

2. in addition to the training/experience required in #1, 9 months of training and/or experience in:
(a) flying airplanes* and/or (b) maintaining and repairing ground flight simulators

PERSONAL ATTRIBUTES NEEDED TO UNDERTAKE JOB

1. knowledge of electronics, including transistors, diodes, and printed circuits
2. knowledge of aircraft control, responses, and instrumentation
3. knowledge of shop mathematics, precision tools, and electronic test equipment
4. ability to read blue prints